

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method of sharing transaction data between a gaming machine and one or more remote servers, the method comprising:
 - under control of a master gaming controller, performing one or more gaming transactions on the gaming machine wherein the one or more gaming transactions include at least determining an amount of money or indicia of credit input to the gaming machine or determining an amount of money or indicia of credit to output from the gaming machine;
 - under control of the master gaming controller, storing gaming transaction data generated from said one or more gaming transactions to a non-volatile memory;
 - under control of the master gaming controller, after determining the amount of money or indicia of credit input into the gaming machine, receiving a wager on a game of chance using the money or indicia of credit input into the gaming machine;
 - under control of the master gaming controller, generating and displaying an outcome to the game of chance;
 - under control of the master gaming controller, symmetrically encrypting the gaming transaction data stored in the non-volatile memory generated from said one or more gaming transactions- using a symmetric encryption key;
 - under control of the master gaming controller, asymmetrically encrypting the symmetric encryption key using a public encryption key; and
 - under control of the master gaming controller, sending a message including the encrypted gaming transaction data and the encrypted symmetric encryption key to said one or more remote servers.

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2. (Original)The gaming machine of claim 1, further comprising,
prior to sending the encrypted gaming transaction data,
contacting a local ISP and sending the message via the local ISP.
3. (Original)The gaming machine of claim 1, further comprising,
looking up an IP address of said one or more remote servers.
4. (Original)The gaming machine of claim 1, further comprising,
encapsulating said encrypted transaction data and said encrypted symmetric encryption
key in multiple information packets.
5. (Original)The gaming machine of claim 1, further comprising,
generating a message signature allowing the message to be unambiguously identified as
being from the gaming machine and
appending said message signature to the message.
6. (Original)The gaming machine of claim 1, further comprising:
determining that an acknowledgement message from said one or more remote servers
acknowledging the message from the gaming machine is not received; and
resending the message to said one or more remote servers.
7. (Original)The method of claim 1, wherein the remote server is a selected
from the group consisting of a license server and a report server.

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8. (Currently Amended) The method of claim 1, wherein the gaming transaction data is selected from the group consisting of accounting data, game usage data, game configuration data, software version data, a casino identification, a machine status data, a time stamp, service priority data, licensing information, billing data, diagnostic data and maintenance data.
9. (Original) The gaming machine of claim 1, wherein the symmetric key is selected from a pool of symmetric keys.
10. (Original) The gaming machine of claim 9, wherein a first gaming transaction data is encrypted using a first symmetric encryption key and a second gaming transaction data is encrypted using a second symmetric encryption key and wherein said first encryption key and said second encryption key are selected from the pool of symmetric keys.
11. (Currently Amended) A method of obtaining a game license on a gaming machine providing game play of one or more games, the method comprising:
- under control of a master gaming controller on the gaming machine, encrypting game license request data;
 - under control of the master gaming controller, generating a game license request message including the encrypted game license request data;
 - under control of the master gaming controller, sending the game license request message to a remote server;
 - under control of the master gaming controller, receiving a game license reply message from the remote server; and

under control of the master gaming controller, when the game license reply message includes a game license, updating the license data on the gaming machine;

under control of a master gaming controller, determining an amount of money or indicia of credit input to the gaming machine;

under control of the master gaming controller, after determining the amount of money or indicia of credit input into the gaming machine, receiving a wager on a game of chance using the money or indicia of credit input into the gaming machine wherein the license data for the game of chance has been obtained from the remote server;

under control of the master gaming controller, generating and displaying an outcome to the game of chance; and

under control of the master gaming controller, determining an amount of money or indicia of credit to output from the gaming machine.

12. (Original) The method of claim 11, further comprising,
prior to sending the game license request message,
contacting a local ISP and sending the game license request message via the local ISP.

13. (Original) The method of claim 11, further comprising,
looking up an IP address of said remote server and sending the game license request message to the IP address of said remote server.

14. (Original) The method of claim 11, further comprising,
encapsulating said encrypted game license data in multiple information packets.

15. (Original) The method of claim 11, further comprising,

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generating a message signature allowing the game license reply message to be unambiguously identified as being from the gaming machine and appending said message signature to the game license request message.

16. (Original)The method of claim 11, wherein the game license data is symmetrically encrypted using a symmetric encryption key and the symmetric encryption key is encrypted using a public key.

17. (Original)The method of claim 11, wherein the game license data includes a license expiration data, a game ID number, game usage data, software version data, operator identification data, time data, data date and machine identification information.

18. (Original)The method of claim 11, further comprising:
authenticating the game license reply message.

19. (Original)The method of claim 11, wherein said one or more games are selected from the group consisting of a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

20. (Original)The method of claim 11, wherein the game license is selected from the group consisting of a site license, an annual license, a monthly license, a daily license or a per-use license.

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21. (Original) A method of obtaining a gaming report on a gaming machine providing game play of one or more games, the method comprising:

under control of a master gaming controller, determining an amount of money or indicia of credit input to the gaming machine;

under control of the master gaming controller, after determining the amount of money or indicia of credit input into the gaming machine, receiving a wager on a game of chance using the money or indicia of credit input into the gaming machine;

under control of the master gaming controller, generating and displaying an outcome to the game of chance; and

under control of the master gaming controller, determining an amount of money or indicia of credit to output from the gaming machine;

under control of the master gaming controller, sending game transaction data resulting from a play of the game of chance to remote server wherein the game transaction data is processed by the remote server to generate a gaming report;

under control of a master gaming controller, encrypting gaming report request data;

under control of a master gaming controller, generating a gaming report request message including the encrypted game gaming report request data;

under control of a master gaming controller, sending the gaming report request message to a remote server;

under control of a master gaming controller, receiving a gaming report reply message from the remote server including a gaming report; and

~~when the gaming report reply message includes a gaming report,~~

under control of a master gaming controller, displaying said gaming report on the gaming machine.

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22. (Original)The method of claim 21, further comprising,
prior to sending the gaming report request message,
establishing communications with a local ISP and sending the gaming report request
message via the local ISP.
23. (Original)The method of claim 22, further comprising,
receiving the gaming report reply message via the local ISP.
24. (Original)The method of claim 21, further comprising,
looking up the IP address of said remote server and sending the gaming report request
message to the IP address of said remote server.
25. (Withdrawn)In a remote server, a method of providing a game licenses to
one or more gaming machines in communication with the remote server, the method
comprising,
receiving a game license request message from a gaming machine;
decrypting game license request data included in the game license request
message;
identifying the gaming machine;
when a game license is allowed on the gaming machine,
generating a game license reply message wherein the game license reply message include
game license reply data; and
sending the game license reply message to the gaming machine.

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26. (Withdrawn) The method of claim 25, further comprising,
determining a gaming machine owner;
generating a billing request message; and
sending the billing request message to the gaming machine owner.
27. (Withdrawn) The gaming machine of claim 25, further comprising,
encrypting the game license reply data wherein the game license reply data is
symmetrically encrypted using a symmetric encryption key and the symmetric encryption
key is encrypted using a public key.
28. (Withdrawn) The gaming machine of claim 25, further comprising,
storing the license request data and storing the license reply data.
29. (Withdrawn) The gaming machine of claim 25, further comprising,
authenticating the game license request message.
30. (Withdrawn) The gaming machine of claim 25, wherein the game license
request message includes an IP address for the gaming machine.
31. (Withdrawn) The gaming machine of claim 25, wherein a symmetric key
included in the game license request data is decrypted using a private key and game
license request data is decrypted using the symmetric key.
32. (Currently Amended) A gaming machine comprising:

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a master gaming controller that controls a game of chance played on the gaming machine and that communicates with one or more remote servers wherein the game of chance comprises receiving a wager amount on the game of chance, determining an outcome for the game of chance and displaying the outcome for the game of chance;

a network interface connected to the master gaming controller allowing communications between the master gaming controller and the one or more remote servers;

a first input mechanism, under control of the master gaming controller, for receiving money or indicia of credit input to the gaming machine;

a second input mechanism, in communication with the master gaming controller, including one or more input buttons for making a wager on the game of chance;

an output mechanism, under control of the master gaming controller, for outputting money or indicia of credit from the gaming machine;

a memory storing a public encryption key and machine identification information for encrypting and authenticating communications between the master gaming controller and said one or more remote servers; and

processor logic that

- (i) symmetrically encrypts at least one of gaming transaction data and gaming transaction requests using a symmetric encryption key,
- (ii) asymmetrically encrypts said symmetric encryption key with said public encryption key.

33. (Original) The gaming machine of claim 32, wherein the network interface is selected from the group consisting of a wireless interface and a wireline interface.

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34. (Original)The gaming machine of claim 33, further comprising:
an antenna for transmitting and receiving communications over the wireless interface.

35. (Original)The gaming machine of claim 33, further comprising:
a modem for transmitting and receiving communications over the wireline interface or wireless interface.

36. (Original)The gaming machine of claim 32, further comprising:
a firewall for filtering communications received at the network interface.

37. (Currently Amended)The gaming machine of claim 32, wherein the game of chance played on the gaming machine is at least one of a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

38. (Original)The gaming machine of claim 32, wherein at least one of a TCP/IP communication protocol, ATM communication protocol and a frame relay communication protocol is used for the communications between the master gaming controller and said one or more remote servers.

39. (Original)The gaming machine of claim 32, wherein the memory is selected from the group consisting of an EPROM, a flash memory a ROM, a RAM, a CD, a DVD, a tape drive, a hard drive and a non-volatile memory.

40. (Currently Amended) The gaming machine of claim 32, wherein the gaming transaction data is selected from the group consisting of accounting data, game usage data, game configuration data, software version data, a casino identification, a

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machine status data, a time stamp, service priority data, game licensing information, billing data, diagnostic data, digital signature data, identification data, fund transfer data, configuration data and maintenance data.

41. (Currently Amended) The gaming machine of claim 32, wherein the gaming transaction request is selected from the group consisting of a game license request, a report request, a maintenance request, a software version request, a billing request, a digital signature request, an identification request, a fund transfer request, a configuration request and a diagnostic request.

42. (Original) The gaming machine of claim 41, further comprising, a display for displaying a report received in reply to the report request.

43. (Original) The gaming machine of claim 32, wherein the remote server is a selected from the group consisting of a game license server, a report server, a public key server, a game server, a software update server, a diagnostic server, a billing server, a gaming machine and a maintenance server.

44. (Original) The gaming machine of claim 32, wherein the memory stores IP addresses of said one or more remote servers.

45. (Original) The gaming machine of claim 32, wherein the memory stores a private key for decrypting encrypted data.

46. (Original) The gaming machine of claim 32, further comprising processor logic that

(i) asymmetrically decrypts said symmetric encryption key with a private encryption key,

(ii) symmetrically decrypts at least one of gaming transaction data and gaming transaction replies using said symmetric encryption key.

47. (Currently Amended) The gaming machine of claim 46, wherein the gaming transaction reply is selected from the group consisting of a game license reply, a report reply, a maintenance reply, a software version reply, a billing reply, a digital signature authentication reply, an identification reply, a fund transfer reply, a configuration reply and a diagnostic reply.

48. (Original)The gaming machine of claim 46, wherein the memory stores said private encryption key.

49. (Original)The gaming machine of claim 32, wherein the symmetric key is selected from a pool of symmetric keys.

50. (Original)The gaming machine of claim 49, wherein a first gaming transaction data is encrypted using a first symmetric encryption key and a second gaming transaction data is encrypted using a second symmetric encryption key and wherein said first encryption key and said second encryption key are selected from the pool of symmetric keys.